EA SPORTS™

CRICKET 2004

ECB

Warning: To Owners of Projection Televisions

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the cathode ray tube. Avoid repeated or extended use of video games on large-screen projection televisions.

Epilepsy Warning

Please read before using this game or allowing your children to use it.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life.

Such people may have a seizure while watching television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures.

If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, discontinue use IMMEDIATELY and consult your doctor.

Precautions to Take During Use

- Do not stand too close to the screen. Sit a good distance away from the screen, as far away as the length of the cable allows.
- Preferably play the game on a small screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

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System Requirements

Please take time to ensure your system meets the Minimum Configuration requirements, detailed below and on the packaging. **It is essential that your system meets these requirements in order for *EA SPORTS™ Cricket 2004* to function properly.**

Checking my System Specification

The DirectX Diagnostic Tool can provide you with information about your system specification if you are unsure of your PC's current specifications.

- To run the DirectX Diagnostic Tool, click onto the **Start** button and select **Run**. In the Open box type DXDIAG. The DirectX Diagnostic Tool appears.
- Your system specification can be found in the System Information box and details about your video and sound card can be found under the Display and Sound tabs.
- You should compare this information with the information in the System Requirements section, below. As a rule of thumb, a PC that meets the *Minimum Configuration* will run the game on the most basic graphics and sound options settings, whilst a PC that meets the *Recommended Configuration* will run the game swiftly with higher settings selected.

  Note: Unless you are an advanced user we do not recommend changing any of the options in the DirectX Diagnostic Tool.
- Do you need help on getting your game started? Jump to the *Clean Up Your System before Running the Game* section on p. 4!
- Having problems with your game crashing or locking up? Then consult the *Before Starting your Game* section on p. 6!

Minimum Configuration

- Microsoft Windows® 98 SE/ME/2000/XP
- 500 MHz Intel Pentium III processor or 100% compatible
- 64 MB RAM (128 MB RAM for Windows® 2000/XP)
- 4x CD ROM/DVD drive
- 32 MB Direct3D video card with DirectX™ 8.1 compatible driver
- 1 Gigabyte free Hard Drive space plus 5% of total hard drive capacity.
- DirectX 8.1 compatible sound card
- Keyboard, mouse

Recommended Configuration:

- Microsoft Windows® 98 SE/ME/2000/XP
- 733 MHz or better Intel Pentium III processor or 100% compatible
- 256 MB RAM or better
- 8x CD ROM/DVD drive or better
- 32 MB or better Direct3D video card with DirectX™ 8.1 compatible driver.
- 1 Gigabyte free Hard Drive space plus 5% of total hard drive capacity.
- DirectX 8.1 compatible sound card (e.g. SoundBlaster Live!)
- DirectX 8.1 compatible game pad

Recommended Chipsets

- 3D graphics accelerator using all NVIDIA GeForce and all ATI Radeon® chipsets.

Supported Input Devices

- Microsoft Windows-compatible mouse, keyboard and any game controller that is 100% compatible with DirectX 8.1 (Direct Input). A 6 Button, Analogue Joypad is recommended for full functionality.

  Note: You must have the very latest driver software installed for your game controller to ensure it works correctly with this game. You can download the latest driver software for various game controllers from the controller manufacturers website. A list of popular game controller manufacturers are listed below:

Microsoft Sidewinder:	**http://www.microsoft.com/sidewinder**
Logitech:	**http://www.logitech.com**
Saitek:	**http://www.saitek.com**
Thrustmaster:	**http://www.thrustmaster.com**
Act Labs:	**http://www.act-labs.com**
Gravis:	**http://www.gravis.com**

Clean Up Your System before Running the Game

Before you install any software, it is **critical** that your hard drive be in optimum working order. We recommend that you get into the habit of performing regular "house keeping" on your PC. ScanDisk, Disk Defragmenter and Disk Cleanup are the tools that you need to use to keep everything running smoothly. Such good practice offers you the best chance of running today's games with minimum issues. As an added benefit, a clean system will operate more efficiently, and other software applications you use may run more quickly and stably.

- **ScanDisk (Win 98/ME)/Error-checking (Win 2000/XP)** detects and repairs disk errors and bad sectors on your hard disk drive/s (HDD/s).
- **Disk Defragmenter** ensures that the data on your HDD(s) is organised properly. This helps to prevent corrupt data and speeds up the accessing of this data by your Computer's Central Processing Unit (CPU).
- **Disk Cleanup** helps you to clear unnecessary files from your system. This frees up disk space and prevents conflicts that could stop the game from installing correctly.

Consult the Windows Help Guides for information on running the ScanDisk/Error-checking, Disk Defragmenter and Disk Cleanup tools.

Using Windows Help

Click onto the **Start** button and select **Help** (or **Help and Support** for Windows XP users) to bring up the Windows Help Guides.

Now, click the Search section and type in keywords such as "Scandisk" (Win 98/ME), "Error-Checking" (Win 2000/XP), "Defrag" and "Disk Cleanup" to find the guides that help you run these tools.

What is DirectX™?

DirectX is part of Windows® 98, 2000, ME and XP. It allows Windows to access certain parts of your PC at high speed, to allow you to run today's games. As new technology is introduced, such as next generation 3D Accelerators and 3D soundcards, DirectX evolves to support these new technologies. *EA SPORTS™ Cricket 2004* requires DirectX 8.1 or better, which is included on the game disc for you to install if necessary. In order to operate correctly, DirectX will need the latest software drivers for your video card and sound card. These drivers can usually be downloaded from your card manufacturer's website or obtained from the card manufacturer's Technical Support hotline. Using drivers that do not have DirectX 8.1 support may result in display or audio problems in *EA SPORTS™ Cricket 2004*.

To find out more about DirectX, visit the official DirectX website at:

http://www.microsoft.com/directx

How do I install DirectX?

If you want to install DirectX 8.1 **after** installing *EA SPORTS™ Cricket 2004*, insert the game disc into your CD-ROM/DVD-ROM drive and click onto the Start button and select RUN. Type D:\DirectX\dxsetup (or substitute the CD-ROM/DVD-ROM drive letter if it is other than D:\; check in **My Computer**) and click OK. Click REINSTALL DIRECTX to install DirectX.

Installing the Game

To install *EA SPORTS™ Cricket 2004*, insert the CD into your CD-ROM/DVD-ROM drive and wait for the AutoRun menu to appear. Click INSTALL and then click NEXT; the serial number window appears. Type in the serial number found in the white box on the back of the *EA SPORTS™ Cricket 2004* manual and follow the on-screen instructions to install the game.

- If the AutoRun menu does not automatically appear, double-click the **My Computer** icon on the Desktop, then double-click on the CD-ROM/DVD-ROM drive in which the game CD is inserted. Double-click on the 'setup.exe' file to install the game.

Uninstalling/Re-Installing the Game

If you are having problems or the game did not install correctly the first time, we recommend re-installing the game.

1. To uninstall the game, click onto the **Start** button select **Programs** (or **All Programs** for Windows XP users) and then choose the location where the game is listed. Click onto Uninstall to remove the game.
2. To reinstall the game after uninstalling it, follow the information in the *Installing the Game* section, above.

   IMPORTANT NOTE: We strongly advise users against uninstalling this game manually, since certain files associated with the game may not be correctly deleted. It is normal for any files created by players such as save games, replays and other game-related files to be left on your hard drive in the game folder after the uninstall process. Should you not wish to keep these files after uninstalling the game, delete them as you would normally delete files from your PC.

Before Starting Your Game

In some cases, programs that are running on your system can monopolise resources that the game needs in order to run properly. Not all of these programs are immediately visible, and many activate automatically on start up. There are a number of programs known as "background tasks", that are always running on your system. In some cases, these *may* cause the game to crash or lockup.

As such, we recommend that you deactivate these "background tasks" prior to playing *EA SPORTS™ Cricket 2004*.

Important Note: While shutting down background tasks will optimise your system for running the game, their features will then be unavailable. Ensure that you re-enable background tasks after playing *EA SPORTS™ Cricket 2004* by restarting your computer.

Anti-Virus/Crash Guard Programs

If your system is running Anti-Virus or Crash Guard programs, you are advised to close or disable them before running *EA SPORTS™ Cricket 2004.* To do this, find the icon for the program on the Windows taskbar. Right-click the icon and select CLOSE, DISABLE, or the relevant option.

Closing General Background Tasks

Once Anti-Virus and Crash Guard programs have been disabled, you should end all unnecessary general background tasks as these can sometimes cause problems when installing or running PC games.

Windows 98/ME

1. Hold down the CTRL and ALT keys on your keyboard and press DELETE once. The CLOSE PROGRAM window appears with a list of all background tasks currently running on your system.
2. To end a background task, click on its name in the list, then click the End Task button.

   Note: It is important that you DO NOT CLOSE the background tasks named Explorer and Systray as these tasks are necessary for Windows to operate. All other background tasks may be closed.

The Close Program window closes and the task is ended. Repeat the above steps to close down any/all other background tasks.

Windows 2000/XP Professional

1. Hold down the CTRL and ALT keys on your keyboard and press DELETE once. The Windows Security window appears.
2. Click TASK MANAGER to open the Windows Task Manager. To end a background task, click on its name in the list under the Applications tab, then click the End Task button.

   Note: Depending on your settings, when pressing **CTRL**, **ALT** and **DELETE** some Windows 2000/XP Professional users may bypass the Windows Security window and go straight to the Windows Task Manager.

Windows XP Home

1. Hold down the **CTRL** and **ALT** keys on your keyboard and press **DELETE** once. The Windows Task Manager window appears
2. To end a background task, click on its name in the list under the Applications tab, then click the End Task button.

   Important Note: Remember that the next time you restart your computer all of the background tasks that you ended reactivate automatically.

Starting the Game

- Insert the CD in your CD-ROM/DVD drive. The AutoRun menu appears. Click PLAY to start the game.

  Note: If the game does not automatically start when you insert the CD into your CD-ROM/DVD drive, go to **Start>Programs** (or **All Programs** for Windows XP users)**>EA SPORTS>Cricket 2004>Cricket 2004**. The introductory screens appear and the game begins.

Settings Menu

From the *EA SPORTS™ Cricket 2004* introductory screen click SETTINGS, the *EA SPORTS™ Cricket 2004* Configuration screen appears. Click the **Get Recommended** button to set the configuration to recommended presets.

Note: You must set the recommended presets before you can manually adjust the settings.

The *EA SPORTS™ Cricket 2004* Configuration screen has the following Options:

RESOLUTION: Select the Resolution you wish to use for the game.

SHADOWS: Select the type of Shadow displayed, choose between SIMPLE, COMPLEX or OFF.

FORCE LOD: Force the Level of Detail.

TEXTURE FILTERING: Blend Textures to smooth transition. Select between POINT, BILINEAR and TRILINEAR.

PITCH DETAIL: Toggle the Pitch details ON/OFF.

GAMMA: Adjust the overall brightness of the game.

- After configuring the settings for *EA SPORTS™ Cricket 2004*, click the **Apply Settings** button. This returns you to the *EA SPORTS™ Cricket 2004* introductory screen. Click PLAY GAME, the opening screens appear and the game begins.

Basic Command Summary

Menu Controls

1. Move the mouse to highlight options. Left-click to select the highlighted option.

Game Controls

These are the controls for the basic actions performed in open play during a match (for a list of complete controls, see *Complete Game Controls* on p. 11).

Batting

Pause game	**ESC**
Move batsman/Direct shot	Arrow keys
Back foot shot/shortcut	**W**
Front foot shot/shortcut	**S**
Play no shot/Duck/Cancel run	**A**
Power boost (when playing a shot)	**SHIFT**
Advance down wicket shot/start run	**D**

Note: When playing an attacking shot, press the Arrow keys to choose the shot.

Note: To make a further run, press **D** again before the batsmen reach the crease.

Bowling

Start a delivery	**W, S, A, D**
Position bowling cursor/movement marker	Arrow keys
Stop the bowling meter filling up	**W, S, A, D**

Note: When pressing **W, S, A or D** to start a delivery, you must press the same key to stop the power meter.

Setting Up the Game

Select User Profile

Select a User Profile to use in the game. The selected profile, along with its saved preferences and settings, is loaded. To play *EA SPORTS™ Cricket 2004* without a User Profile select NONE (you will not be able to save your Tournament progress or preferences without one).

Creating a New User Profile

To create a new profile, select EMPTY (if there are unused profiles available). Then, select each character of the name you wish to create for your User Profile (select DELETE to delete the last character) and select DONE when you have finished. Confirm at the prompt and your profile is created.

Main Menu

Choose one of the following options from the Main Menu:

PLAY NOW:	Get onto the pitch as quickly as possible (see *Play Now* below).
GAME MODES:	Take part in one of the many available domestic and international tournaments (see *Game Modes* on p. 15), load a previously saved Season or Tournament (see *Loading Tournaments* on p. 20), or hone your skills in the Practice Nets (see *Practice Nets* on p. 17).
OPTIONS:	Change game settings to suit your preferences (see *Options* on p. 17).
TEAM MANAGEMENT:	Create and edit new players (see *Team Management* on p. 18).
HALL OF FAME:	View your achievements and tournament successes (see *Hall of Fame* on p. 19).
EA SPORTS™ EXTRAS:	View the *EA SPORTS™ Cricket 2004* credits, other EASPORTS titles available this year and view helpful game information.
QUIT:	Exit from the game and return to Windows.

Play Now

Select PLAY NOW from the Main Menu to play a game between teams of your choice in any of *EA SPORTS™ Cricket 2004*'s vast array of stadiums. In the Play Now screen, click the arrows to select the home and away sides. Each team's abilities are displayed under their name. When you have selected the desired teams, select CONTINUE.

Change Details Screens

In the first Change Details screen, click the arrows to cycle between countries/stadiums. When you have chosen your venue, select CONTINUE. In the second screen, click the arrows to highlight the match conditions you wish to change – pitch type, weather, temperature and number of overs. Select CONTINUE when you are happy with the match conditions.

Controller Select Screen

The Controller Setup screen allows you to select which team you wish to control and how many players are playing on each user-controlled team. If there is more than one player, you can choose to play co-operatively or in opposition. Depending on your choice, press the Arrow keys to position your controller icon to the left (home team) or right (away team) and click START to confirm.

Note: A team without a controller icon underneath it when you exit the screen will be controlled by the CPU.

Playing a Match

After selecting START the match begins and the following menu options are displayed:

START: Begin the match.

TEAM: Change your starting line-up (see *Change Line-up* on p. 15).

OPTIONS: Turn the Vibration function ON/**OFF**, decide whether you wish the Fielding and Running Scanners to be displayed, switch Run Assist and Ball Marker ON/**OFF**; adjust the SFX Level, Commentary Level and Crowd Level and turn the Menu Sound **ON**/OFF.

QUIT: Exit the current game and confirm to return to the menu screens.

Once the match begins the current match conditions are displayed and the team that has won the coin toss is displayed. The team that won the toss can choose to bat or bowl first.

End of Over Screen

At the end of an over, a summary screen appears. Use the Arrow keys to highlight one of the following options and press **S** to select it.

RESUME: Resume the current game.

CHANGE BOWLER: Select a new bowler for the next over.

REPLAY: Watch a replay of the match in progress (see *Replay Controls* on p. 20).

CAMERAS: Press the Arrow keys to cycle through the Bowling and Fielding cameras. Press **W** to return to the End of Over screen.

STATISTICS: View an up-to-date record of scoring from the game so far.

OPTIONS: Turn the vibration function ON/**OFF**, decide whether you wish the Fielding and Running Scanners to be displayed, switch Run Assist and Ball Marker ON/**OFF**; adjust the Sound Level, Commentary Level and Crowd Level and turn the Menu Sound **ON**/OFF.

SAVE: Save the current game.

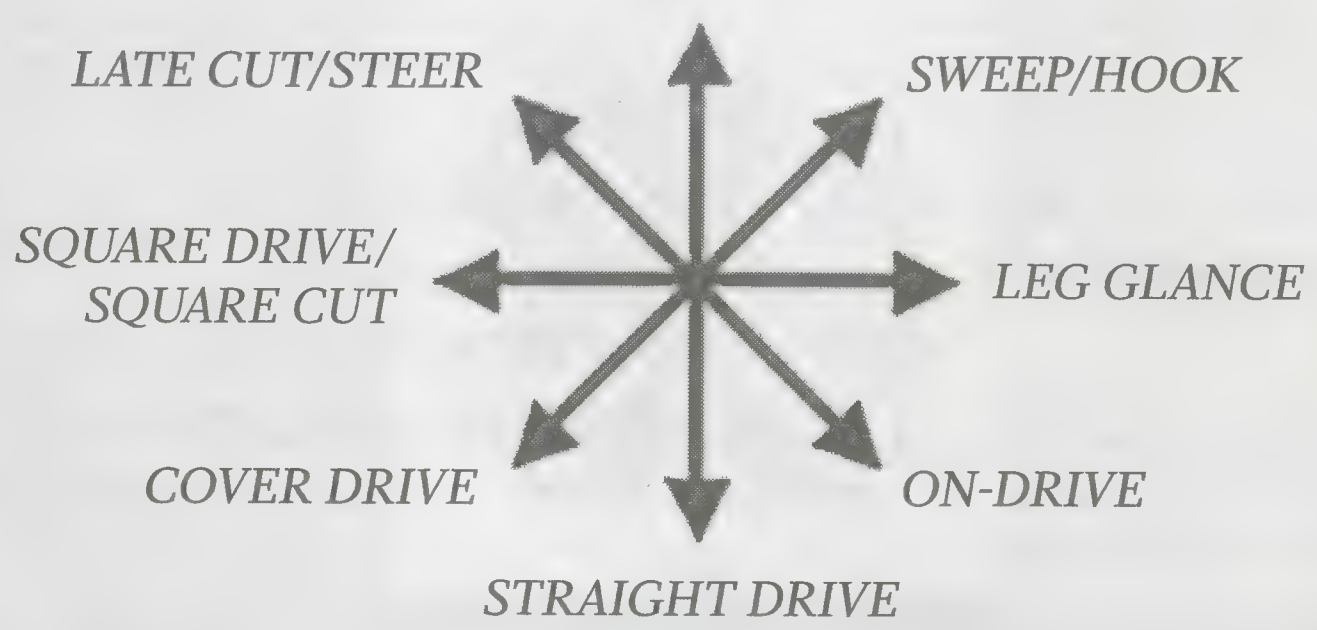
QUIT: Exit the current game and confirm to return to the menu screens.

Complete Game Controls

Note: Press **ESC** to pause the game.

Batting

Line up batsman	Arrow keys **LEFT/RIGHT**
Front foot shot/ready for delivery	Press **S** + Arrow keys
Back foot shot	Press **W** + Arrow keys
Advance down wicket shot	Press **D** + Arrow keys
Play no shot/Duck	Press **A**
Start run	Press **D**. Press **D** again before the batsmen reach the crease to run again.
Add power to shot	**SHIFT**



- Press the relevant shot key and the Arrow keys to perform these shots.

  Note: These directions are mirrored for a left-handed batsman.

You cannot win any match without scoring runs, so it's paramount you learn to bat and use your batsmen to the best effect. The following basic procedure applies to every delivery:

1. Press **S** to signal that you are ready to face the next delivery.
2. Watch the bowling cursor to see where the ball is going to pitch.
3. Press the Arrow keys **LEFT/RIGHT** to line up the batsman.

- The bowler begins his run-up, towards the end of which the batsman can no-longer move.
- As the bowler begins his run-up, press **LEFT CTRL/RIGHT CTRL** to look left and right (from a first-person perspective) so that you can see where there is space in the field to place the perfect shot.

4. Choose the best shot to play. Hit a fantastic shot and watch the confidence of your batsman soar!

- Press **S/W** and the Arrow keys **UP** to play a defensive shot.

- Press **S** (front foot shot)/**W** (back foot shot)/**D** (advance down wicket shot) and the Arrow keys to play an attacking shot (see the diagram above for an explanation of the different shots you can play). The longer you hold the key the more powerful the shot.
- To play no shot or duck, press **A**.
- To add power to your shot, press **SHIFT**.

5. If there is a run available, press **D** (press **D** again before the batsmen reach the crease to run again).
- Press **A** to abort the current run.
- If there are two players controlling the two batsmen then both players will need to press **D** to run.
- Continue batting through the order until the end of your innings or until you lose all your wickets.

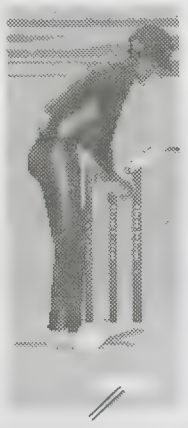
Bowling

Select delivery	**W/S/A/D**
Move the ball cursor	Press the Arrow keys
Adjust the amount of spin/cut	Press the Arrow keys
Power	Press **W/S/A/D** when the sweet spot on the power meter is reached (see below)

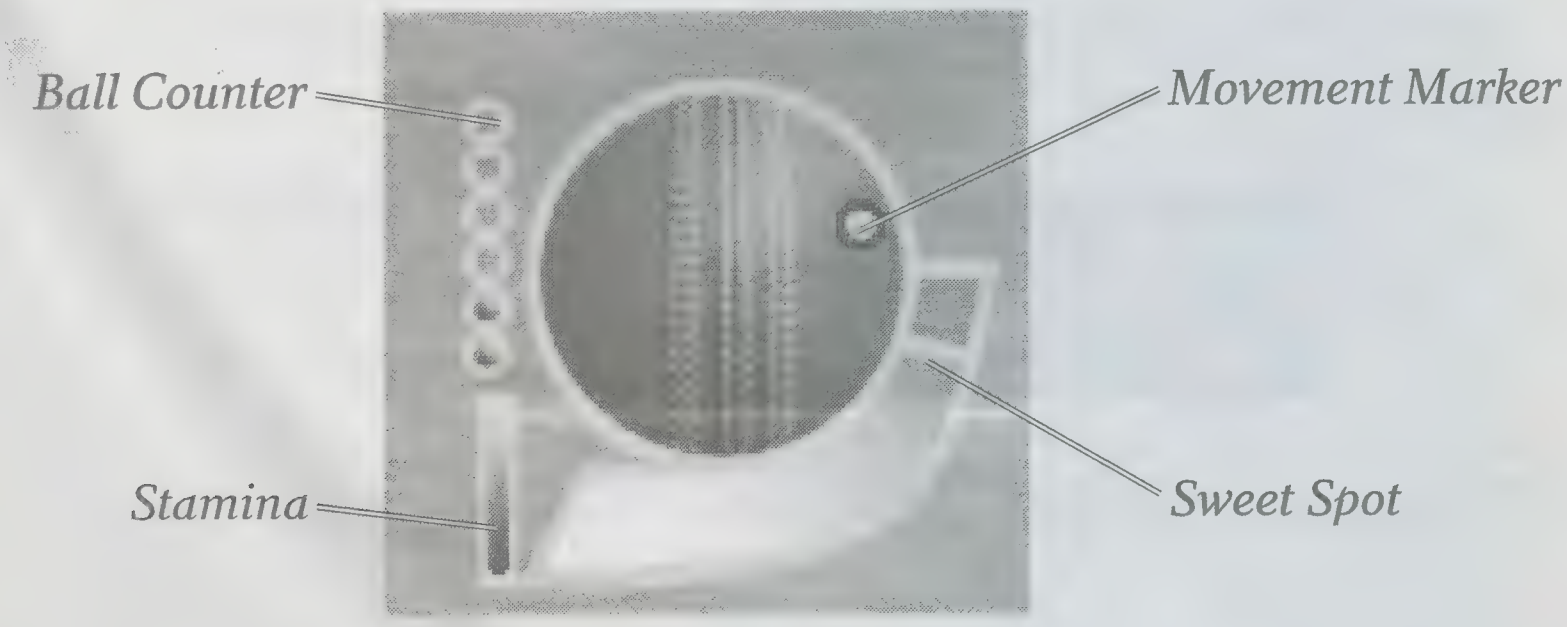
Effective bowling is a vital factor in winning a match. There are three steps to follow when bowling:

1. Select a delivery by pressing **W/S/A/D** (see *Ball Delivery Selection* below for full details)
2. Press the Arrow keys to position the bowling cursor. This will determine where the ball will pitch. Less skilful bowlers have a larger cursor because it is harder to predict where the ball will pitch.

   Note: You have a limited time in which to position the bowling cursor (after that time it cannot be moved).
3. Once the bowler has started his run-up, the power meter begins to fill up. Press the Arrow keys during the run-up to adjust the movement marker and apply spin or seam to the ball. The further you adjust the movement marker from the centre of the ball, the greater the spin or seam. The amount of spin or seam that can be applied is dependent on the type of delivery you selected when starting to bowl. Press **W/S/A/D** when the sweet spot on the meter is reached (see below). If the meter goes beyond the sweet spot, there is a greater chance of a 'no-ball'.



Bowling Cursor



- Keep an eye on the Ball Counter for each Over and the stamina of your current bowler. At the end of the Over you have the chance to change the bowler.

Ball Delivery Selection

Each type of bowler has a number of deliveries to choose from. Select one by pressing the relevant key (see below).

Note: A new bowler's details are displayed before he begins to bowl, indicating his bowling style as well as match statistics.

Fast/Medium-Fast Bowler

ACTION	CONTROL
Normal Delivery	S
Slower Ball	W
Leg Cutter	D
Cutter	A

Medium Bowler

ACTION	CONTROL
Straight Delivery	S
In-swinger	D
Out-swinger	A

Off Spin Bowler

ACTION	CONTROL
Normal Delivery (Off Spinner)	S or D
Arm Ball	W

Leg Spin Bowler

ACTION	CONTROL
Normal Delivery (Leg Spinner)	S or A
Googly	D
Flipper	W

Pause Menu

Press **ESC** during a match (not in Practice Nets) to access the Pause menu. Press the Arrow keys to highlight one of the following options and press **S** to select it.

RESUME: Resume the current game.

CAMERAS: Press the Arrow keys to cycle through the Bowling and Fielding cameras. Press **W** to return to the End of Over screen.

A - S
B - W
C - D
D - A

FIELD EDITOR: Change the field by selecting from a range of common and defensive fields. Press the Arrow keys to highlight the new field and press **S** to select it. To create a custom field, select CUSTOM1-5 and press **D** to begin editing the field. Press **NUMBER KEYS 1-9** to cycle through the fielders you wish to change and then press the Arrow keys to choose the new position. Press **S** to confirm your change.

BAT ORDER: Change the batting order. Press the Arrow keys to highlight the player and press **S** to select that player next in the new order.

DECLARE: When you're happy with the number of runs your team has amassed use this option to declare.

REPLAY: Watch a replay of the match in progress (see *Replay Controls* on p. 20).

AUTOPLAY: Speed up the game by jumping instantly to a defined point in the match (TO FALL OF WICKET/TO END OF INNING/5 OVERS), at which point you assume control of your team once more.

STATISTICS: Check out your team's statistics and analyse its performance by viewing the SCORECARD, BATTING STATS and BOWLING STATS, as well as WAGON WHEEL, SPIDER, WORM, PARTNERSHIP, MANHATTAN and HEARTBEAT graphs.

Note: HEARTBEAT and MANHATTAN graphs are only available in limited-over cricket.

CONDITIONS: View a summary of the state of play, Weather, Pitch Type, Temperature, Rain Forecast and Ball and Pitch Condition.

OPTIONS: Turn the Vibration function ON/**OFF**, decide whether you wish the Fielding and Running Scanners to be displayed, switch Run Assist and Ball Marker ON/**OFF**; adjust the SFX Level, Commentary Level and Crowd Level and turn the Menu Sound **ON**/OFF.

BOWL OTHER SIDE: Select to bowl on the other side of the wicket.

QUIT: Exit the current game and confirm to return to the menu screens.

Change line up

To change line-up:

1. To change the wicket keeper, highlight the player using the Arrow keys and press **D**.
2. To swap players, highlight the first player by using the Arrow keys and then press **S**. Then select another player and press **S** to swap them.
3. Press **LEFT SHIFT** to assign captaincy to a player.
4. To choose the first and second batsmen, highlight a player using the Arrow keys and press **A**. Press **A** again to toggle between first and second.
5. Press **ESC** to return to the start game menu.

   Note: Press the Arrow keys to cycle between player statistics.

Game Modes

Select GAMES MODES in the Main Menu and then choose an available club or international competition to take part in. To load a previously saved competition, see *Loading Tournaments* on p. 20.

International

Reclaim the Ashes or win the World Championship as you progress through the gruelling International tournaments available.

To take part in an International:

1. Select GAME MODES in the Main Menu and then INTERNATIONAL in the Game Modes screen.
2. Choose an available competition in the International screen and follow the on-screen instructions to set your preferences. The Squad Select screen appears.
3. Select your squad using the AUTO option or the manual EDIT option. You can view each player's special skills and bowling/batting player statistics by holding the mouse over the player's name. When you have selected your squad, click CONTINUE. The hub screen appears (see p. 16).

World Championship

Fourteen teams take part to win the most coveted trophy in limited-over cricket - the World Championship. The initial group stage consists of two groups of seven teams. After each team has played each other once, the top three in each group are entered into the 'Super Six' - a group in which each team plays the three teams it has yet to play. The points picked up at this stage are added to those won in the first phase and the four teams with the most points then enter into a knockout competition to decide the winner.

World Series

The World Series is a one-day tournament, hosted by Australia, involving between two and five teams. Each team plays the other teams in the group twice and then the top two teams play each other in a 3-match one-day series to decide the winner. The matches are limited-over, day/night matches (starting in the afternoon and finishing at night under floodlights).

Knockout

This limited-over tournament has a standard knockout structure that begins with eight teams in the first round. Each match is played on a one-off basis and two teams win through to the final.

Test Series

Take part in a series of between 1 and 6 Test Matches in any of the selected countries.

Foreign Tour

Participate in a variety of tours around the world, including the Ashes and tours of the Caribbean and South Africa.

Australian State/English County

Take an Australian State or English County cricket club to ultimate glory by winning over a demanding Season of One Day matches, participate in the One Day League or challenge for one of the premier knockout competitions; the C&G trophy.

To take part in an Australian State/English County game:

1. Select GAME MODES in the Main Menu and then AUSTRALIAN STATE or ENGLISH COUNTY in the Game Modes screen.
2. Choose an available competition in the selection screen. For the English County games you can select from a FULL SEASON, the Frizzell CHAMPIONSHIP, NATIONAL LEAGUE and C&G TROPHY. For the Austalian State games you have a choice between a FULL SEASON, the PURA CUP and the ING CUP.
3. Follow the on-screen instructions to set your preferences. The hub screen appears (see below).

Hub Screen

The hub screen charts the progress of every team in the current tournament/season as well as allowing you to save the current competition and review the results so far.

Note: The Hub Screen will change slightly throughout your progress in a tournament or season depending on which stage of the tour or season you are currently playing.

CONTINUE:	Play the next fixture (the result appears immediately if no User teams are involved). For information on how to start a game see *Play Now* on p. 9.
STANDINGS:	View the stages of a knockout competition with the logos of each participating team shown at each phase. View the results of the group stages of a competition before the knockout stages begin. The group standings, points and the number of games won or lost are displayed.
SCORECARD:	View batting and bowling figures and the score for the last Tournament match.
FIXTURES:	View the current Tournament's fixtures (click the arrows to skip between pools if necessary).

STATISTICS:	View the overall record of your team, including partnership and fielding records.
SQUAD:	View the current status of your team and switch players between the 1st team, substitutes and reserves.
SAVE GAME:	Save the current game. See *Saving & Loading* on p. 20 for further information.
QUIT:	Confirm at the prompt to exit the current Tournament.

Practice Nets

Practice batting or bowling in the nets against a human or CPU controlled player.

- In the Practice Nets screen, use the Arrow keys to position the controller icon over the Batting or Bowling icons (depending upon which discipline you wish to practice) and then select START.

  Note: Listen to the commentary at the Practice Nets on how you can improve your batting and bowling.

Practice Menu

Press **ESC** to access the Practice Menu options. You can select whether the batsman or bowler is right or left handed and the type of bowler by cycling through the options using the Arrow keys. Highlight SWITCH BATTING/BOWLING to switch between batting and bowling and and select RETURN TO PRACTICE.

Options

Select OPTIONS from the Main Menu screen to access the Options menu.

Game

VIBRATION:	Set the Vibration function **ON** or OFF.
DIFFICULTY:	Set the difficulty level of the game to EASY, **MEDIUM** or HARD.
WEATHER:	Turn Weather effects **ON** or OFF.
CPU MATCHES:	Choose to VIEW or **SKIP** matches played by CPU controlled teams.
INJURIES:	Turn Injuries **ON** or OFF.
AUTOSAVE:	Turn Autosave **ON**/OFF.

Sound

MENU SOUND:	Turn menu sounds **ON** and OFF.
MUSIC:	Turn menu music **ON** and OFF.

Controller

Alter the controller to suit your preferences. Click on the keys/buttons to change them and select the new keys/buttons.

Select User

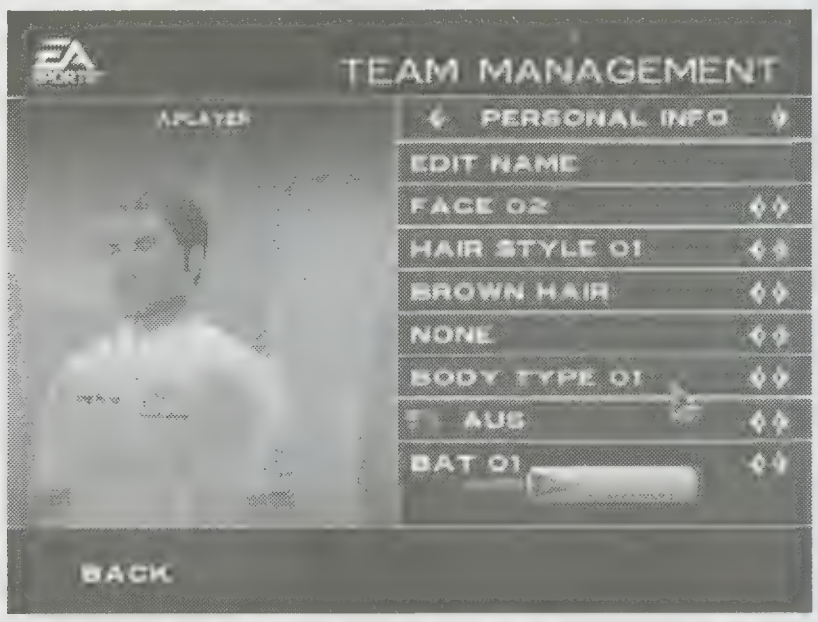
Save your Options preferences to a User Profile. See *Saving and Loading* on p. 20 for more information.

Delete User

Click a saved profile to delete it and confirm at the prompt.

Team Management

Create new players using Team Management. Either start from scratch by selecting CREATE PLAYER or use an existing player as a template by selecting BASE COPY and selecting a player from the current database.



Player Creation

To choose the personal information for your player:

1. Select PERSONAL INFO.
2. To change the name, select EDIT NAME. Select the characters and then select DONE to enter the current name.

   Note: Select DELETE to remove the last character in the name.
3. Click on the arrows for each characteristic to cycle through the options. You can choose different features such as hair or body type and the team or position for that player.

   Note: The image on the screen adopts any new appearance selection.

To define the basic skills for your player:

1. Select BASIC.
2. Click on the arrows to cycle through the options. You can choose the batting order, bowling style and fielding positions for your player.

To define the batting skill of your player:

1. Select BATTING 1.
2. Click on the attribute bar to select the percentage for that attribute.
3. Click on the right arrow next to BATTING 1 to select BATTING 2.
4. Select the batting weakness or favourite shot of your player.

To define the bowling skill of your player:

1. Select BOWLING.
2. Click on the attribute bar to select the percentage for that attribute.

To define the fielding and other miscellaneous skills of your player:

1. Select FIELDING-MISC.
2. Click on the attribute bar to select the percentage for that attribute.

To define the general skills of your player:

1. Select SKILLS.

Select the general skill of your player.

To define the statistics of your player:

1. Select STATISTICS.
2. Click the arrows to select the type of match to which the statistics will apply.
3. Click on the statistic to increase it or right click to decrease it.

To assign a commentary name for your player:

1. Select ASSIGN SOUND.
2. Click on the arrows to find a name you wish the commentator to use for your player.

Adding a Created Player

To add your player to the game's database:

1. Select ADD TO DATABASE.
2. Select a team. Click on the player you wish to replace.

   Note: Repeat this process if you wish the player to belong to both a club side and an international team.

Editing a Created Player

1. Select BASE COPY.
2. Select a team and click on a player to edit him. Refer to the *Player Creation* section on p. 18 for information on editing players.

Deleting a Created Player

1. Select DELETE PLAYER.
2. Click on the created player you wish to delete, and confirm at the prompt. The player is deleted from the database.

Hall of Fame

The Hall of Fame contains a record of your best performances and achievements in each of the difficulty levels along with a list of your Tournament successes so far.

TEST:	See how you have done at Test cricket.
ODI:	Check out your achievements at One Day Internationals.
FIRST CLASS:	View the outstanding results at First Class cricket.
ONE DAY:	See how you have done at One Day matches.
BY TOURNAMENT:	Check out how many teams you have won each Tournament with.
TROPHY CABINET:	View the trophies you have won in all their splendour.

Replay Controls

The Replay function in *EA SPORTS™ Cricket 2004* allows you to watch match action from any angle, allowing you to concentrate on a particular player or a specific aspect of play.

REPLAY FUNCTION	CONTROL
Play/pause	Tap S
Frame rewind/forward	Tap Left CTRL/Right CTRL
Slow rewind/forward	Tap SHIFT/SPACEBAR
Fast rewind/forward	Tap A/D
Cameras	Number keys 0-9
Move camera	Arrow keys
Tilt/pan camera	NUM Arrow keys
Hide control summary	ENTER
Exit replay	ESC

Saving and Loading

Saving a Game

You can save a game or tournament from within its individual game mode by selecting SAVE GAME in either the End of Over menu (during a match) or the Tournament hub screen (between matches).

To save your progress:

1. Select an empty save slot.
   - If you are overwriting a full slot, confirm that you wish to do this at the prompt.
2. The game is saved.

Saving Settings

To save changes to game Settings:

1. Select SELECT USER in the Options menu.
2. Confirm at the prompt.
3. The current Settings are saved for that User Profile.

   Note: When you restart *EA SPORTS™ Cricket 2004*, these settings will be the default for the game.

Loading Tournaments

To load previously saved Tournaments:

1. Select LOAD GAME in the Game Modes screen. The Load Game screen appears.
2. Click the saved game slot from which you wish to load the saved Tournament.
3. Confirm at the prompt. The game loads.

Appendix A: Basic Rules of Cricket

In case you're stumped, here's a brief rundown of some of the key elements of the game of cricket.

Cricket is a game played by two teams of 11 players on a large, predominantly circular grass field that has a 22-yard long strip near its centre. This strip has three wooden stumps (wickets) placed in the ground at either end, upon which are balanced two 'bails'. Batsmen try to protect their wicket from bowlers, who can dismiss them in a number of ways, including hitting the wicket with the ball. Matches can vary in length from a one-day game to a full five day Test Match and a Test Series can consist of as many as five matches.

For simplicity's sake, let's start by looking at a limited-overs match.

Each team bats once for a specified number of 'overs' (a series of six balls bowled by one bowler from the opposing team). After each over, the fielding team switches positions and the ball is bowled from the opposite end of the ground by a different bowler. Throughout the match, there are always two batsmen on the field, each standing by one of the wickets. Their aim is to score runs by hitting the ball into the areas not patrolled by members of the fielding team and then running between the wickets before a fielder can retrieve the ball and return it to a wicket. Should either batsman not reach his ground (or crease) before a fielder 'breaks' the wicket with the ball, then he is **Run-Out**.

A batsman is also out if he is:

- **Bowled**: A bowler's delivery hits the wicket behind a batsman and knocks the bails off.
- **Caught**: A batsman's shot it is caught by a member of the fielding side before the ball touches the ground.
- **Leg Before Wicket (LBW)**: A batsman places his body in the path of a delivery that was destined to hit his wicket.
- **Stumped:** The wicket-keeper takes a bowler's delivery and breaks the batsman's stumps while he has strayed out of his crease in order to play a shot.

If the batsman hits the ball out of the playing area (over the boundary) without it bouncing, he scores SIX runs. If he hits it to the boundary's edge along the ground, he scores FOUR runs.

When one batsman is out, one of his team-mates comes in to bat. This process continues until either the bowling team completes its allotted overs or the batting team have no more batsmen to come in to bat (a batsman cannot bat on his own so, although there are 11 players in a team, only ten batsmen can be out).

Test Matches

Although the basic playing rules are the same, Test Matches differ from limited-over matches in that each side has two innings from which to achieve the highest aggregate score. There are also no limits on the number of overs bowled in an innings, which ends either when a team loses all its wickets or when the batting captain decides his team has a high enough total and 'declares', thus inviting the opposition to bat. The length of Test Matches (5 days) makes them more susceptible to weather conditions, which have to be taken into account when each captain is planning his tactics. If the five days come to an end before the match reaches a conclusion, it is drawn.

Appendix B: Game Conditions

In *EA SPORTS™ Cricket 2004,* the match conditions accurately reflect the stadium and country where the game is being played. For example, at Perth (Australia) there is always a strong chance of a fast, bouncy pitch, at Madras (India) the weather will most likely be very hot and at Leeds the conditions are likely to be overcast and mild with a reasonable chance of rain.
The game also takes into account the condition of the ball, the pitch, the weather and temperature.

Ball Condition

The condition of the match ball is a key factor in the game of cricket and has a critical effect on the type of ball bowled. As the ball gets hit by the bat in over after over, it loses its shine and 'ages'. This chart illustrates the effects as the ball ages up to 95 overs and beyond, on a normal pitch in cloudy and warm conditions.

Ball Age (overs)	Seam	Swing	Spin	Bounce
New to 15	High	High	Very Little	High
16 to 30	Normal	Quite High	Normal	Normal
31 to 50	Very Little	Normal	Normal	Normal
50 to 75	None	Very Little	Normal	Normal
75 to 95	None	Negligible	Normal	Below Normal
95 to Old	None	None	Very little	Below Normal

- '**Seam**' is the lateral movement of the ball off the pitch when it bounces. A seam bowler (Fast/Medium Fast) is always trying to achieve this.
- '**Swing**' is the movement in the air before the ball pitches on the ground.
- '**Spin**' is the spin generated off the ground after it has pitched.
- '**Bounce**' is the amount of bounce a short-pitched ball generates. This can be used to intimidate the batsman into a risky, defensive shot.

Weather and Temperature Conditions

When it comes to Swing bowling, the most important factor is always the weather - but remember that Medium and Fast bowlers will begin to tire quickly in certain conditions.

WEATHER	TEMPERATURE	BALL EFFECTS	EFFECT ON MEDIUM-FAST BOWLERS (OVERS BEFORE BEGINNING TO TIRE)
Sunny	Hot	None	6
Sunny	Hot and Humid	Swings More	5
Cloudy	Humid	Swings More	7
Cloudy	Warm	Swings a bit more	8
Overcast	Warm	Swings More	8
Overcast	Mild	None	8
Grey	Humid	Swings a bit more	7
Grey	Mild	None	8

Pitch Conditions

One of the most important factors for Seam, Spin and Bounce is the condition of the pitch. This chart shows how a different pitch has different effects on the game.

PITCH TYPE	BALLBOUNCE	PITCH SPEED	OUTFIELD SPEED	MED/FAST BOWLERS	MEDIUM BOWLERS	SPIN BOWLERS
HARD	Very High	Very Fast	Very Fast	Faster and higher bounce	Faster and higher bounce	Increased spin and bounce
DUSTY	High	Fast	Fast	Faster and higher bounce	Faster and higher bounce	Extreme spin and irregular bounce
DRY	High	Fast	Fast	Faster and higher bounce	Faster and higher bounce	Increased spin and bounce becoming more extreme over time.
NORMAL	Regular	Regular	Regular	Regular	Regular	Regular
GREEN	Regular	Regular	Regular	Constant lateral Movement off the pitch (seam)	Regular	Very little spin
DAMP	Low	Slow	Slow	Slower and lower bounce	Slower and lower bounce	Increased spin. Slow and low bounce.
WET	Low	Slow	Slow	Slower and lower bounce	Slower and lower bounce	Increased spin. Slow and low bounce.

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Problems with your Software?

If you are having problems running your software, we want to help. There are essential methods you should carry out to ensure the latest games run on your computer. The methods listed below solve most of the problems when running the latest DirectX games.

Is your game crashing or locking up?

When running games that use the latest version of DirectX, you must ensure your computer is running the very latest driver for your video card. Installing the latest driver for your video card can help solve crashes and lock-ups in games.
First of all, try downloading the latest driver from the video card manufacturers website. A list of popular video card manufacturers websites are listed below:

Asus:	**http://www.asus.com**
ATI:	**http://www.ati.com**
Creative Labs:	**http://www.europe.creative.com**
Guillemot:	**http://www.guillemot.com**
Hercules:	**http://www.hercules.com**

If there is no improvement, try downloading the latest driver provided by the video card **chipset** manufacturer. Your video card chipset is the video processing chip located on your video card, e.g. Radeon (ATI) and GeForce (nVidia) are video card chipsets. A list of popular video card chipset manufacturers are listed below:

nVidia:	**http://www.nvidia.com**
ATI:	**http://www.ati.com**
Power VR:	**http://www.powervr.com**
Matrox:	**http://www.matrox.com**
S3:	**http://www.s3graphics.com**
Intel:	**http://www.intel.com**
SIS:	**http://www.sis.com**

Are you experiencing sound problems?

If your are experiencing choppy or stuttering sound, or sound that cuts in and out try downloading and then installing the latest driver for your sound card. A list of popular sound card manufacturers are listed below:

Creative Labs:	**http://www.europe.creative.com**
C-Media:	**http://www.cmedia.com.tw**
Diamond:	**http://www.diamondmm.com**
ESS:	**http://www.esstech.com**
Videologic:	**http://www.videologic.com**
Yamaha:	**http://www.yamaha.com/service.htm**

Controller Information

Joystick Calibration in Windows 98/2000/ME/XP

A Controller can be selected and calibrated from the **Control Panel** within your **My Computer** directory. *EA SPORTS™ Cricket 2004* supports two separate controllers, with up to 6 axes and 16 buttons each. If you have more than two controllers connected to your computer, you must reassign the controller(s) that you wish to use in *EA SPORTS™ Cricket 2004* to either controller ID 1 or controller ID 2. With Windows 98 SE/ME/2000/XP you can do this from the **Control Panel>Game Controllers>Advanced** page.

- For Windows ME users go to **Control Panel>Gaming Options>Controller IDs.**

Calibrating Input Devices from Custom Control Panels

For input devices that require calibration from a custom control panel (like the Gravis Exterminator), it is necessary to calibrate the stick ***before*** playing *EA SPORTS™ Cricket 2004.*

In order for *EA SPORTS™ Cricket 2004* to recognise your joystick, you must calibrate it from the Control Panel. To install or calibrate your joystick in Windows 98 SE/2000/ME/XP, access the Control Panel, and launch the Game Controllers applet.

Note: Some gaming devices use their own applets or software for installation and calibration.

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Your game includes an electronic help file to help solve any problems you might be having. The help file can be accessed from the Windows Start Bar in the same group as your game. Please check here first for common problems and solutions.

Ask Us

Visit **www.uk.ea.com** or **www.ie.ea.com** and click on SUPPORT CENTRE to be taken to our online Support Centre for the UK and Ireland. We are likely to have a solution to your problem stored in our knowledge base – to find out, click on GET HELP. The solutions you'll find here are the same as those used by our customer support staff, so you can be sure they're always accurate and up to date.
To ensure you find the answer to your question, please choose the game type and title carefully, as well as the format you are playing on.
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www.ie.ea.com

If you don't have access to the Internet, or you would prefer to speak to a technician, you can telephone our Customer Support team (They are available, Monday – Friday between 9am and 9pm).
Please remember that due to the nature of most problems encountered when running PC games, it is far easier and generally far quicker to accurately diagnose the problem if you use our online Support Centre.
Customer Support Telephone: **0870 2432435**
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Note: These are UK National Call rate numbers charged at BT's standard national call rates for calls from a BT line in the UK. Consult your telephone service provider for further information. Calls from outside the UK will be charged at International rates.

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Callers must be 16 or over.

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Average duration of call is 3 minutes.
Service available in the UK and Ireland only.

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